CLAIMS

What is claimed is:

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1. A method comprising:

arranging for a markup language rendering engine to be loaded substantially near the beginning of an operating system initialization procedure; and

providing markup language code suitable for use with the markup language rendering engine, the markup language being capable of soliciting at least one user input when rendered by the markup language rendering engine, the user input being associated with a user logon process.

2. The method as recited in Claim 1, wherein providing the markup language code further includes providing user data, the user data being operatively associated with the user logon process.

3. The method as recited in Claim 2, wherein the user data includes data selected from a set comprising a list of users, a text identifier, a graphical identifier, a password enabled identifier, and password hint data, and related user information data.

4. The method as recited in Claim 2, further comprising:

configuring the markup language rendering engine to display at least a portion of the user data based on the markup language code.

5. The method as recited in Claim 1, further comprising:

configuring the markup language code to provide the user input to an authorization entity for validation determination.

6. The method as recited in Claim 1, wherein the user input includes at least one input selected from a group of inputs comprising a user name, a user identifier, and a password.

7. The method as recited in Claim 1, wherein the markup language code includes markup language code selected from at least one markup language in a group comprising hypertext markup language (HTML), Dynamic Hypertext Markup Language (DHTML), eXtensible Markup Language (XML), eXtensible Hypertext Markup Language (XHTML), and Standard Generalized Markup Language (SGML).

8. A computer-readable medium having computer-executable instructions for performing steps comprising:

arranging for a markup language rendering engine to be loaded substantially near the beginning of an operating system initialization procedure; and

providing markup language code suitable for use with the markup language rendering engine, the markup language being capable of soliciting at least one user input when rendered by the markup language rendering engine, the user input being associated with a user logon process.

9. The computer-readable medium as recited in Claim 8, wherein providing the markup language code further includes providing user data, the user data being operatively associated with the user logon process.

10. The computer-readable medium as recited in Claim 9, wherein the user data includes data selected from a set comprising a list of users, a text identifier, a graphical identifier, a password enabled identifier, and password hint data, and related user information data.

11. The computer-readable medium as recited in Claim 9, having further computer-executable instructions for performing the step of configuring the markup language rendering engine to display at least a portion of the user data based on the markup language code.

12. The computer-readable medium as recited in Claim 8, having further computer-executable instructions for performing the step of configuring the markup language code to provide the user input to an authorization entity for validation determination.

13. The computer-readable medium as recited in Claim 8, wherein the user input includes at least one input selected from a group of inputs comprising a user name, a user identifier, and a password.

14. The computer-readable medium as recited in Claim 8, wherein the markup language code includes markup language code selected from at least one

markup language in a group comprising hypertext markup language (HTML), Dynamic Hypertext Markup Language (DHTML), eXtensible Markup Language (XML), eXtensible Hypertext Markup Language (XHTML), and Standard Generalized Markup Language (SGML).

15. An arrangement including a memory, a data storage device, a display device, and a processor operatively coupled to the memory, data storage device and the display device, the arrangement comprising:

a markup language rendering engine stored within the data storage device and suitable for loading in the memory substantially near the beginning of an operating system initialization procedure; and

markup language code suitable stored in the data storage device and configurable for use with the markup language rendering engine, the markup language being capable of soliciting at least one user input when rendered by the markup language rendering engine onto the display device, the user input being associated with a user logon process.

16. The arrangement as recited in Claim 15, further comprising user data stored in the data storage device and configurable for use with the markup language rendering engine, the user data being operatively associated with the user logon process.

17. The arrangement as recited in Claim 16, wherein the user data includes data selected from a set comprising a list of users, a text identifier, a

graphical identifier, a password enabled identifier, and password hint data, and related user information data.

18. The arrangement as recited in Claim 16, wherein the markup language rendering engine is further configurable to display at least a portion of the user data on the display device based on the markup language code.

19. The arrangement as recited in Claim 15, further comprising an authorization entity stored within the data storage device, and wherein the markup language rendering engine is further configurable to provide the user input to the authorization entity for validation determination based on the markup language code.

20. The arrangement as recited in Claim 15, wherein the user input includes at least one input selected from a group of inputs comprising a user name, a user identifier, and a password.

21. The arrangement as recited in Claim 15, wherein the markup language code includes markup language code selected from at least one markup language in a group comprising hypertext markup language (HTML), Dynamic Hypertext Markup Language (DHTML), eXtensible Markup Language (XML), eXtensible Hypertext Markup Language (XHTML), and Standard Generalized Markup Language (SGML).

22. A method for use in logging users onto an operating system, the method comprising:

loading a markup rendering engine substantially near the beginning of an operating system initialization procedure;

retrieving user data from the operating system;

rendering markup language code associated with a logon screen using at least a portion of the user data;

collecting at least one user input associated with the logon screen; and

establishing a logon session if the user input is valid.

23. A method as recited in Claim 22 wherein establishing a logon session further includes:

providing the user input to the operating system; and

causing the operating system to authenticate the user input.

24. The method as recited in Claim 23, wherein establishing a logon session further includes providing the user input to an authorization entity for validation determination.

25. The method as recited in Claim 22, wherein the user data includes data selected from a set comprising a list of users, a text identifier, a graphical identifier, a password enabled identifier, and password hint data, and related user information data.

26. The method as recited in Claim 22, wherein the markup language code includes markup language code selected from at least one markup language in a group comprising hypertext markup language (HTML), Dynamic Hypertext Markup Language (DHTML), eXtensible Markup Language (XML), eXtensible Hypertext Markup Language (XHTML), and Standard Generalized Markup Language (SGML).

27. A markup language based logon user interface arrangement for use in logging users onto an operating system of a computer, the user interface comprising:

a logon screen;

a user logon area within the logon screen, the user logon area visually identifying a plurality of users using text identifiers and graphical identifiers, such that each text identifier and graphical identifier are selectable by the user through the user interface and upon selection by the user cause the user interface to prompt the user to input a password; and

a single selectable shut down mechanism graphically located within the logon screen and configured to shut the computer down when selected through the user interface by the user.

28. The user interface as recited in Claim 27, wherein the logon screen is rendered substantially near the beginning of the initialization of the operating system using a markup language rendering engine.

29. The user interface as recited in Claim 28, wherein the logon screen is rendered during using markup language code selected from at least one markup language in a group comprising hypertext markup language (HTML), Dynamic Hypertext Markup Language (DHTML), eXtensible Markup Language (XML), eXtensible Hypertext Markup Language (XHTML), and Standard Generalized Markup Language (SGML).